Electronic Arts Inc.
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# CEL DAMAGE™

EA GAMES™

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

***WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.***

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## ⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|---|---|---|
| **Convulsions** | **Eye or muscle twitching** | **Loss of awareness** |
| **Altered vision** | **Involuntary movements** | **Disorientation** |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## ⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## ⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

## ⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

## ⚠CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

---

### CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

Official Nintendo Seal of Quality®

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

2 Player Simultaneous

**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.**

Memory Card

**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**

TEEN
T
CONTENT RATED BY ESRB

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN
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VIOLENCE

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Nintendo

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# STARTING THE GAME

1. Turn OFF the POWER Button on your Nintendo GameCube™.

**WARNING: Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.**

2. Make sure a Nintendo GameCube™ Controller is plugged into Controller Socket 1 on the Nintendo GameCube.

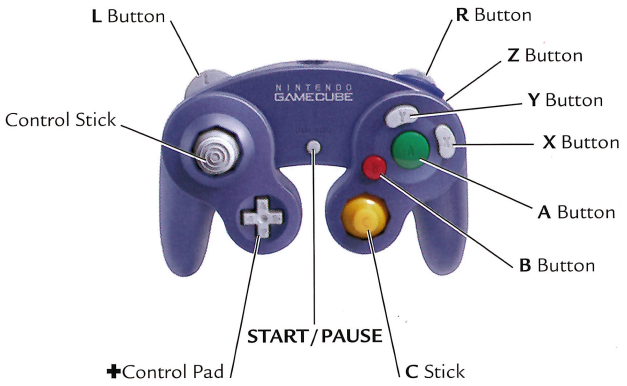
3. If you're playing against a friend, plug another Controller into Controller Socket 2.

4. Insert the *Cel Damage*™ game disc into the optical disc drive.

5. Turn ON the POWER Button and proceed to the Cel Damage title screen. If you can't proceed to the title screen, begin again at step 1.

6. At the *Cel Damage* title screen, press START/PAUSE to advance to the Main menu (➤ p. 8).

# GAME CONTROLS



Control your car and weapons with these controls.

## MENU CONTROLS

| | |
|---|---|
| Highlight menu items | ✚ Control Pad or C Stick Up/Down |
| Cycle choices/Move sliders | ✚ Control Pad or C Stick Up/Down |
| Select/Go to next screen | **A** Button |
| Return to previous screen | **B** Button |

## GAMEPLAY CONTROLS

| | |
|---|---|
| Fire primary weapon; Use power up | **A** Button |
| Fire primary weapon; Eject from Ballista and Vines | **B** Button |
| Horn | **X** Button |
| Taunt | **Y** Button |
| Toggle radar/Current Leader | **Z** Button |
| Accelerate | ✚ Control Pad/**R** Button |
| Brake/Reverse | ✚ Control Pad/**L** Button |
| Pause | **START/PAUSE** |

To perform a Powerslide move, and pull a quick 180, slam on the brake and make a hard left or right.



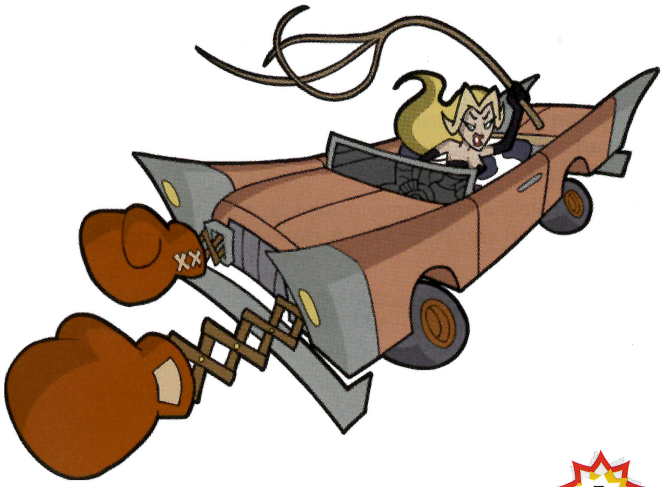
# WELCOME TO CEL DAMAGE

*Cel Damage* is the most popular cartoon demolition derby show on 'Toon T.V. Each week, the world's toughest 'toons smash and crash their bruisin', cruzin' vehicles onto, over, and through the *Cel Damage* set. With sky-high ratings and a global audience, this ongoing whack-fest features six main cast members who constantly battle to out-race, out-smack and out-maneuver each other for personal 'toon glory and fame.

These 'toons are hard-workin' just like you and me. They go to work, pay taxes, fight with their in-laws, walk their 'toon pets and watch other 'toons on 'Toon T.V. Certain 'toons are stylish and slick, others are grossly disturbed. In this world, some 'toons are politicians, some collect garbage, some trade stocks, and a select few get work as actors on cable television shows, like the always-outrageous *Cel Damage*.

And, because 'toons never die, it doesn't matter how many times the cast members are blasted apart during the show. They just keep coming back for more.

➠ **FOR MORE INFO** about this and other EA GAMES™ titles, check out **www.eagames.com**.



# SETTING UP THE GAME

Before you are granted entrance into the most exclusive 'Toon T.V. show, you must first make some choices and get familiar with how things work.

## MAIN MENU

The Main menu is your gateway to the dangerous world of *Cel Damage*. Choose your options, create a driver or jump right in to the lunacy of your new favorite play world.

**OPTIONS:** View progress and adjust audio settings

**CREDITS**

**PLAY:** Just Play or Create/Load a game

**MOVIES:** Enjoy clips of your favorite 'toon personalities

## START A NEW GAME

**To begin a new game:**

1. From the Main menu, select PLAY.
2. Press The **A** Button to join the game.
3. To begin a *Cel Damage* game without selecting special characters and other unique options, select JUST PLAY. To load an existing game, or create a new game, select CREATE/LOAD.

- Once you start a new game or load an existing game, use the ✚ Control Pad and press The **A** Button to select the desired character.
- To create or load a character, select CREATE/LOAD. Select LOAD EXISTING, CREATE NEW or DELETE EXISTING. Press The **A** Button to continue.



4. After the character is selected, the event select screen appears. Press The **A** Button to continue. The select arena screen appears.
5. Scroll through the levels using the ✚ Control Pad and press The **A** Button to select the desired level to begin your *Cel Damage* battle.

- At first, Smack Attack is the only available game event. Win one Smack Attack game to unlock the Gate Relay event. Win four games of Smack Attack and/or Gate Relay to unlock the Flag Rally event.

## OPTIONS

Customize your *Cel Damage* experience.

| | |
|---|---|
| VIEW PROGRESS | Don't let those special characters and games go until your friends have seen 'em. |
| MUSIC VOLUME | Fine-tune to ease your inner musician. |
| SOUND F/X VOLUME | Adjust the volume percentage to fit your tolerance level. |
| VOICE VOLUME | Listen to 'em talk smack or tune 'em out. |
| ADJUST SCREEN | Blind or 20/20 – we all have a chance to win with this option. Position the screen to suit your preference. |

## MOVIES

Check out cinematic footage of our favorite leading 'toons.

## CREDITS

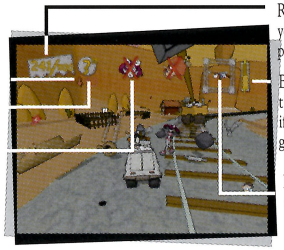
Get to know the talent behind the creation.

# COMPETING ON CEL DAMAGE

Now's your time to shine and show 'em why you were chosen to compete on the show.

## GAME SCREEN

Icons and numbers show up on the game screens throughout your vehicular battle. Pay attention to the updates so you'll know if you've got a shot to win the whole kit-and-caboodle.


Ratio of how many smacks or laps you have achieved out of the total possible number needed for victory
The number of smacks or laps you are behind the 1st-place 'toon
Your current position
When you demolish another character, their face appears with an X over it
Bar that indicates how much time remains for the power up if you were lucky enough to grab it
Power Ups – limited number of shots before they are gone

- On the Gate Relay screen, there is also an arrow that appears at the top center of the screen. The arrow shows you the direction to the next gate you must drive through to progress in the race.

## WRAP UP SCREEN

At the end of each level the Wrap Up screen updates you on which 'toon won, and how close the other characters were to winning.

Press The A Button to exit to the Character Select screen.



## PAUSE MENU

Press **START** during gameplay to access the Pause menu.

| | |
|---|---|
| CONTINUE | Continue the current game. |
| RESTART | Begin a game with the same settings as the previous game. |
| OPTIONS | Adjust music, F/X, voice volume and Rumble Feature. |
| QUIT | End current game and go back to the character select screen. |

# GAME EVENTS

Now that you're on the show, you have three different events in which you can strut your stuff. Each game event requires different strategy, but all three will require your creativity and a tenacious thirst for winning.

## SMACK ATTACK

This straightforward combat match challenges each 'toon to achieve a set number of *smacks* against the other cast members. The score at the end of each bout announces the Smack Attack hero.

- This is the only game mode initially available. Unlock Gate Relay and Flag Rally game events by winning levels.

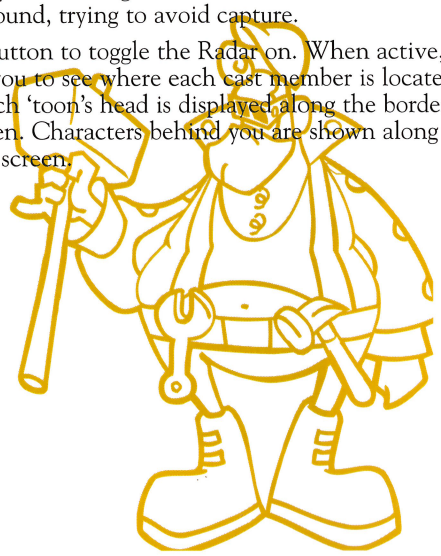
## GATE RELAY

Two checkpoint gates are set up within the level. The first cast member to pass through each gate ten times, for a total of 20 gates, is the winner of Gate Relay.

## FLAG RALLY

To win Flag Rally, you must collect four flags and take the flags to the winner's circle. The catch is that these flags are on the move. Like many other things in this 'toon universe, the flags are alive and run around, trying to avoid capture.

- Press The **Z** Button to toggle the Radar on. When active, Radar allows you to see where each cast member is located. An icon of each 'toon's head is displayed along the border of the game screen. Characters behind you are shown along the bottom of the screen.





# CHARACTERS

Demon vixen, masterminding dork, bulldozer lover and more — choose the 'toon with the 'tude and ride that sets your passion afire. You'll need convincing moves to go up against these wannabe-famous tormentors.

- You can check on the progress of each character's exploits through the game by checking the View Progress screen in the Options menu.

## VIOLET

Violet is a teen anime demon girl from Asia. With an affinity for military hardware, fast living, and outrageous mischief, Violet is 100% attitude and 110% delivery. Her mortar is the ideal death-from-a-distance weapon.

VIOLET'S APC

| | |
|---|---|
| TOP SPEED: Medium | DECELERATION: Fair |
| ACCELERATION: High | TRACTION: Fair |
| TURNING: Fair | WEIGHT: Very Heavy |

VIOLET'S PERSONAL WEAPON: Mortar

Violet's primary weapon is Skull Balls.

## SINDER

This demented devil is so chaotic, he got himself kicked out of Hell because he couldn't follow the Boss' orders. He joined the cast of *Cel Damage* for the sheer pleasure of destruction. His ATV is very maneuverable, allowing him to position his close-range wood chipper for maximum mayhem.

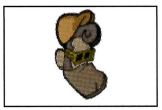
SINDER'S ATV

| | |
|---|---|
| TOP SPEED: Medium | DECELERATION: Poor |
| ACCELERATION: Medium | TRACTION: High |
| TURNING: Sharp | WEIGHT: Heavy |

SINDER'S PERSONAL WEAPON: Woodchipper

Sinder's primary weapon is Flame Balls.

## B.T. BRUNO



This ex-construction worker is a big oaf with a heart of gold, an eating disorder and an Elvis fetish. B.T. brings a unique brand of *affectionate violence* to *Cel Damage*. He drives a mean bulldozer and loves to crush other cars with his giant sledgehammer.

B.T. BRUNO'S BULLDOZER

| | |
|---|---|
| TOP SPEED: Slow | DECELERATION: Excellent |
| ACCELERATION: Low | TRACTION: High |
| TURNING: Good | WEIGHT: Super Heavy |

B.T. BRUNO'S PERSONAL WEAPON: Sledgehammer

B.T. Bruno's primary weapon is Hammers.



## FOWL MOUTH

This hard-boiled, gangster duck comes straight out of a '30s B-movie, when men were men, ducks were ducks and every 'toon was black & white. He is cocky and brash in a "Quack, see?" sort of way. His no-nonsense attitude is backed up by a wicked tommy gun.

FOWL MOUTH'S STUDEBAKER

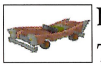
| | |
|---|---|
| TOP SPEED: Slow | DECELERATION: Fair |
| ACCELERATION: High | TRACTION: Fair |
| TURNING: Good | WEIGHT: Light |

FOWL MOUTH'S PERSONAL WEAPON: Tommy Gun

Fowl Mouth's primary weapon is Bricks.

## DOMINIQUE TRIX

Don't let her soft exterior fool you; inside is a black heart and steel nerve. Dominique is a high-class 'toon who revels in the exquisite torment delivered by her dynamite crossbow. She views the pace and violence of *Cel Damage* as relaxing, enjoyable recreation.



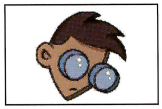
DOMINIQUE TRIX'S CADDY

| | |
|---|---|
| TOP SPEED: Fast | DECELERATION: Good |
| ACCELERATION: Medium | TRACTION: Poor |
| TURNING: Fair | WEIGHT: Light |

DOMINIQUE TRIX'S PERSONAL WEAPON: Dynamite Crossbow

Dominique Trix's primary weapon is Spiked Balls.

## FLEMMING



This nerd puts all other geeks and assorted goof balls to shame. He's an un-socialized brainiac who excels at designing awesome vehicles and powerful weapons; just check out his hovercraft and laser cannons.

FLEMMING'S HOVERCRAFT

| | |
|---|---|
| TOP SPEED: Fast | DECELERATION: Poor |
| ACCELERATION: High | TRACTION: Poor |
| TURNING: Good | WEIGHT: Medium |

FLEMMING'S PERSONAL WEAPON: Laser

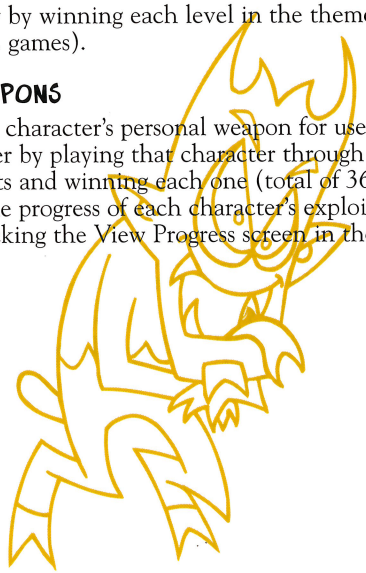
Flemming's primary weapon is Shuriken.

### BOSSES

The four theme bosses in *Cel Damage* are Whack Angus, T. Wrecks, Count Earl and Brian the Brain. You can unlock these characters to play by winning each level in the theme in each event (total of 12 games).

### PERSONAL WEAPONS

You can unlock a character's personal weapon for use by any other cast member by playing that character through all game levels in all events and winning each one (total of 36 games). You can check the progress of each character's exploits through the game by checking the View Progress screen in the Options menu.





# WEAPONS

Better get to high ground as fast as you can. The other 'toons are comin' round the bend and there is no telling what they've got pointed in your direction. Here are just a few of the many weapons available for your 'toons.

## BASEBALL BAT

Swing and a hit! It's going...going...gone. Home run! You can use the bat to swipe other cars, and even munitions, out of the way.

## CHAINSAW

Running with scissors is bad. Running with a chainsaw is good. Six swipes of motorized mayhem.

## CHAIN GUN

Cut a swath of carnage with a hundred-shot loadout and superior tracking action.

## AXE

Hack-and-slash takes on a whole new meaning when you can slice entire cars in two. Keep swinging until you get three kills.

## BOXING GLOVES

Fifteen rapid-fire blows with the boxing gloves and your opponent will be seeing stars...on the other side of the set. Hitting an opponent not only scores you smack points and knocks flags off of cars — it prevents enemies from firing their own weapons.

## FREEZE RAY

There's nothing quite as satisfying as freezing an opponent into an ice cube, then smashing that cube into a thousand crystal shards with your front bumper.

## GRENADES

Pepper an area with these bouncing, exploding projectiles… enclosed spaces are best! Also, you cannot be killed by your own Grenades, so don't be afraid to get in close.

# THEMES

These four themes have been made famous by the all-or-nothing 'toon bashing that occurs during each episode of *Cel Damage*. Each week the 'toons prove once again why it's so cool to be immortal.

- Each of these themes has three levels. You must successfully complete a level in order to move onto the next one in the theme. Levels are unlocked per event.

## DESERT

In the midst of getting used to dodging grenades, baseball bats and chainsaws, don't forget to take a minute and enjoy the lovely desert scenery. Nothin' like the glimmer of the hot sun shooting off the sharp corner of a hundred-ton weight as it plummets towards your head. Isn't this butte-infested country beautiful?

And, if you prefer the dusty grit of a genuine western ghost town complete with speeding locomotives and 'toon-crushing avalanches, this is the place for you.

Whatever your preference, Whack Angus won't let you out of the ghost town, or even the giant mesa or the abandoned junkyard, 'till you show him you can use the 'toon weapons just as well as the 'toon veterans.

## JUNGLE

Heed all glimpses of movement while navigating this less-than-familiar jungle terrain. Amazon-like, this arboreal environment takes on a mischievous and playful tone as swinging vines, lava rivers, giant Venus flytraps, temple structures and more, become dangerously interactive.

Don't venture out too far from the jungle trail or you may just run into T. Wrecks and his 30-feet-tall temperament. If you come across T. Wrecks, you'll know it.



## TRANSYLVANIA

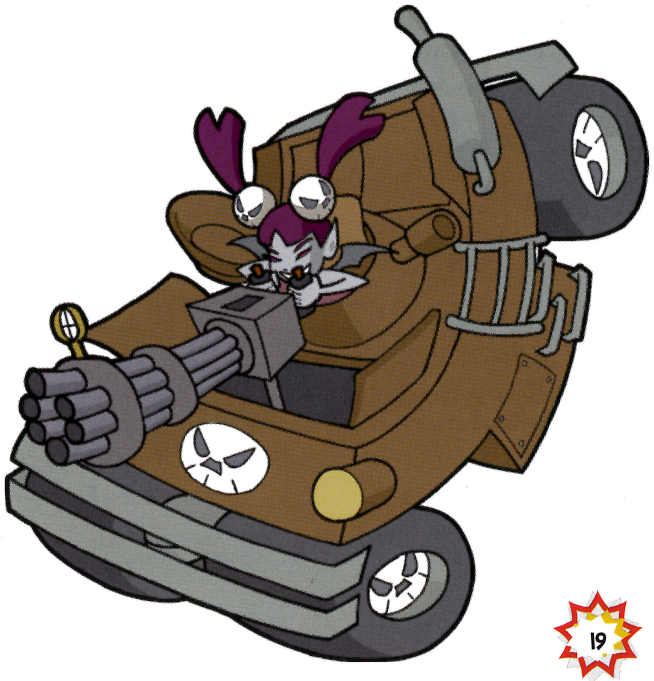
What scares you more, getting your Chain gun stuck in a giant spider web or racing around a dark castle in your increasingly beat-up ride as threatening 'toons aim for your tires?

Whatever you do, move swiftly through the misty bogs, dark woods and scary cemeteries, or you won't make it past Count Earl. The only thing Earl likes more than nibbling a virgin neck is chomping down on a slow poke lost in Transylvania's dank shadows. Don't stick around for dinner.

## SPACE

If you've ever yearned to roam and rant among the planetary rings, inter-galactic spaceports and lunar craters, now's your chance. Get into orbit and hurl space junk at your favorite 'toon. It's only after setting foot in alien environments that you'll truly appreciate the beauty of concrete and pavement.

Challenge your ability against Brian the Brain to prove you can hold your own in a weightless environment.



# SAVING AND LOADING

The Nintendo GameCube™ allows you to save and load games to or from the Nintendo GameCube™ Memory Card

**To save a game (Using existing nicknames)**

1. Select "Create/Load" from menu (by moving the Control Stick up and down) and press the **A** Button.
2. Select "Create New" from menu (by moving the Control Stick up and down) and press the **A** Button.
3. Select the Memory Card Slot A or Memory Card Slot B to save the game (by moving the Control Stick left and right) and press the **A** Button.
4. Select a Nickname for the game (by moving the Control Stick left and right) and press the **A** Button.
5. Select an icon for your game (by moving the Control Stick left and right) and press the **A** Button.
6. After game is created press the A Button to continue

**To save a game (Using new nickname)**

1. Select "Create/Load" from menu (by moving the Control Stick up and down) and press the **A** Button.
2. Select "Create New" from menu (by moving the Control Stick up and down) and press the **A** Button.
3. Select the Memory Card Slot A or Memory Card Slot B to save the game (by moving the Control Stick left and right) and press the **A** Button.
4. Select "New Name" for the game (by moving the Control Stick up and down) and press the **A** Button.
5. Moving the Control Stick up, down, left and right to select the letters you want by pressting the A Button. Then select "Done" and press the **A** Button.
6. Select an icon for your game (by moving the Control Stick left and right) and press the **A** Button.
7. After game is created press the **A** Button to continue.



**To load a game.**

1. Select "Create/Load" from menu (by moving the Control Stick up and down) and press the **A** Button.
2. Select "Load Existing" from menu (by moving the Control Stick up and down) and press the **A** Button.
3. Select the Memory Card Slot A or Memory Card Slot B to save the game (by moving the Control Stick left and right) and press the **A** Button.
4. Select the game to load (by moving the Control Stick left and right) and press the **A** Button.

**NOTE:** Never insert or remove a Memory Card when loading or saving files.

# CREDITS

## PSEUDO INTERACTIVE

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**Programming Lead:** Daniel Posner
**Art Director:** Gary Snyder
**Project Director / Lead Designer:** Kevin Barrett

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**3D Artist/Animator:** David Feltham
**Concept Artist:** Ted Kim
**Texture Artists:** Vince Chui, Woojin Choi
**Modeler:** Heidi Klinck
**Cut Scene Animators:** Bill Kimberley, Derek Elliot, Mike Olliver
**Art Intern:** Domenic Trapasso
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**3D Graphics and Tools Programmer:** Guillaume Provost
**Assistant Developer:** Chris Forrester
**QA Lead:** John Harley

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**Scheduling and Coordination:** Lorraine Mah

### EXTERNAL

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**Sound Effects:** Steve Sauve
**Cut Scene Script:** Lane Raichert
**Additional Narrative and Design Elements:** Raichert Media
**Cut Scene Foley and Mastering:** Venom
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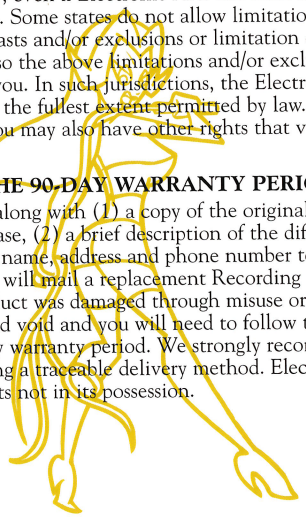



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# NOTES

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